

## CLAIMS

The claims defining the invention are as follows:

1. A gaming machine having a display and a game controller arranged to control images of symbols displayed on the display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, the gaming machine further comprising a selector applicable to a game feature where, upon a trigger condition occurring in a base game, a player is afforded an opportunity of predicting an outcome of the feature and, if the player's prediction is correct, a bonus is awarded to the player.
2. The gaming machine of claim 1 in which the game feature is a series of free games.
3. The gaming machine of claim 2 in which the outcome in respect of which the player can make the prediction constitutes one of a number of possible outcomes of game features.
4. The gaming machine of claim 3 in which the outcome is the occurrence of a particular symbol during the playing of the series of free games constituting the game feature.
5. The gaming machine of claim 3 in which the outcome is a prediction of an amount won during the game feature.
6. The gaming machine of claim 1 in which the bonus which is awarded is related to the degree of difficulty of achieving the outcome.
7. The gaming machine of claim 6 in which the higher the degree of difficulty of achieving an outcome, the greater the bonus awarded if the player's prediction is correct.
8. The gaming machine of claim 1 in which the display includes a meter for displaying information related to the outcome.

9. The gaming machine of claim 1 in which the selector is a touch screen implemented device for enabling the player to select one of a number of icons relating to potential game feature outcomes.

10. The gaming machine claim 1 in which the bonus which is awarded is multiplied by the number of credits bet in the underlying base game.

11. A method of playing a game on a gaming machine, the gaming machine having a display and being controlled by a game controller arranged to control images displayed on the display, the gaming machine including a selector applicable to a game feature and the method including, upon a trigger condition occurring in a base game, affording a player an opportunity of predicting an outcome of the feature and, if the player's prediction is correct, awarding a bonus to the player.

12. The method of claim 11 which includes implementing the game feature as a series of free games.

13. The method of claim 12 which includes rendering the outcome in respect of which the player can make the prediction as one of a number of possible outcomes of game features.

14. The method of claim 13 which includes rendering the outcome as the occurrence of a particular symbol during the playing of the series of free games constituting the game feature.

15. The method of claim 13 which includes rendering the outcome as a prediction of an amount won during the game feature.

16. The method of claim 11 which includes relating the bonus which is awarded to the degree of difficulty of achieving the outcome.

17. The method of claim 16 in which the higher the degree of difficulty of achieving an outcome, the greater the bonus awarded if the player's prediction is correct.

18. The method of claim 11 which includes displaying information related to the outcome on a meter of the display.

19. The method of claim 11 which includes implementing the selector as a touch screen implemented device for enabling the player to select one of a number of icons relating to potential game feature outcomes.

20. The method of claim 11 which includes multiplying the bonus which is awarded by the number of credits bet in the underlying base game.